

ABSOLUTE

BATMAN



ALL IN

15+
TEEN+

11



IN THE SHADOWS OF THE COSMOS, A LEGEND IS REBORN

IMMORTAL LEGEND

BATIMAIN

FROM THE
MINDS BEHIND
IMAGE COMICS'
MASSIVE-VERSE

WRITTEN BY
KYLE HIGGINS
AND MAT GROOM

ART BY
ERICA D'URSO
AND DAN MORA

COVER ART BY DAN MORA

© & TM DC.



ARMOR UP THIS AUGUST

I should have warned you.

I tried. I almost managed it...

We were in the *Batmobile*, crossing the bay to that terrible place, and I started to tell you about him...

...but when you turned to me, I just froze and wished you good luck instead. Good luck, like an old fool.*

*SEE ABSOLUTE BATMAN #9! --ANDREW

The truth is, I was afraid. Maybe just of naming him. Making him real. Conjuring him up.

But now he's here. And he's coming for you at this very moment.

Wherever you are, kid, I'm sorry.

This is what I should have told you that night.

It's the story of Bane...

...and how he breaks your back.

ABOMINATION

PART THREE



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BATMAN CREATED BY BOB KANE WITH BILL FINGER



It begins on an island called **Santa Prisca**.



A boy is born amid the fighting, but there's always fighting here.



The people threw off the Spanish, the French, and the Dutch, but the island is rich with things the world wants.



The boy's father is a rebel leader.



His group, **Cielos Libres**, has been fighting for Santa Prisca's freedom for over a hundred years.

His grandfather led it, then his father, and now him.



The group's flag shows Santa Prisca's national bird, the royal quetzal, a species that dies in captivity, rising high into the sky.

"One day soon," the boy's father tells him, "when we have won peace, that bird will fly free. Can you see it, my boy?"



One night, the boy eats cohoba seeds in hopes of seeing his father's vision. He stares at the flag.

But instead of the quetzal, he sees a terrible bird, white and burning with a back like a skull...and he wakes screaming.



Like his father, the boy loves the island with every cell in his body. So he closes his eyes and tries, but no vision comes. "Yes, Father," he says. "I see it."



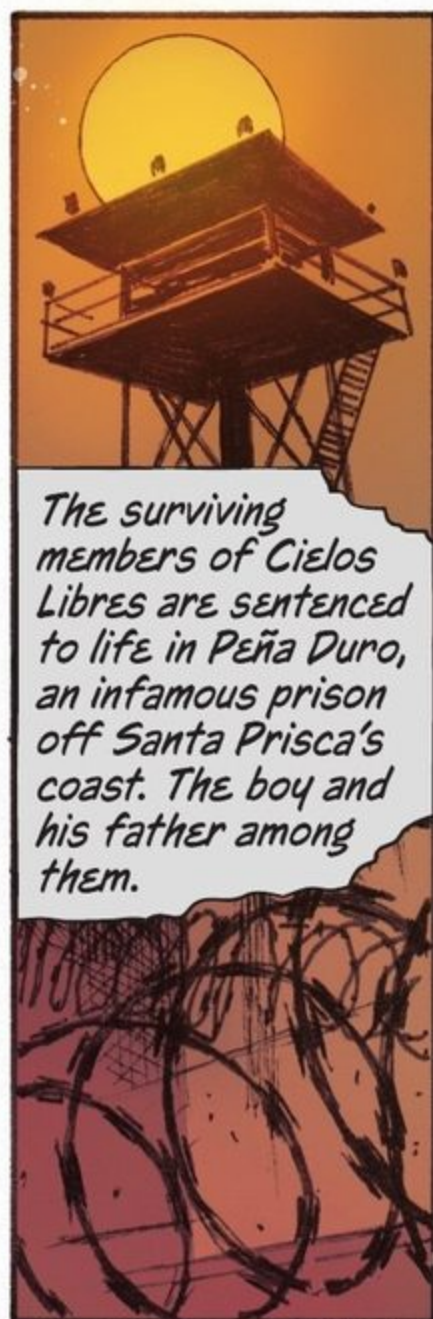
Years pass. The boy trains, studies, and the group makes inroads under his planning.



One Tuesday, they take the capital. They hold it for three days. "The moment is here!" says the father.



But on the fourth day, foreign troops are sent in, and the rebellion is crushed.



The surviving members of Cielos Libres are sentenced to life in Peña Duro, an infamous prison off Santa Prisca's coast. The boy and his father among them.



One year passes, then two.



Still, the boy's father is hopeful. "Peace will be won," he says. "They will never break us."



Every night, the cold tide floods the cells to the very tops, forcing the inmates to fight for small, gasping breaths among the dead things washing in and out.



The boy learns how to sleep hanging from the cage roof.



He learns to pick jigger fleas from his skin in the morning.

He eats rats for sustenance. One day, a computer is smuggled in. A picture of an actual quetzal is pinned to the screen and the boy is horrified at how small the bird is, weak looking.



"The quetzal will fly," says the father. "We will not break."



Three years pass. Four.



Some men do break. Turn on the father. The boy fights them off.



Six years pass. Seven.



"Can you see it?" says his father, at night, hanging from the bars next to him. "The bird flying free?"



Eight years pass. Nine.



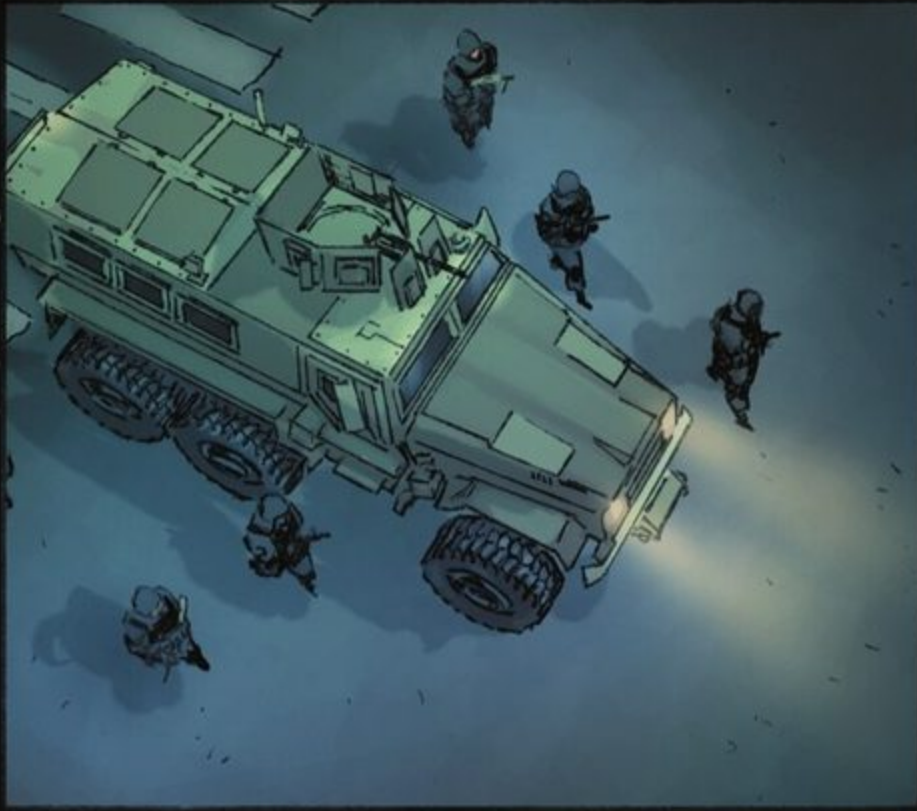
The boy closes his eyes and remembers his own bird, the one made of white fire. The skull of its back.



"Yes, father," he says.



CURFEW PATROL
REPORTING IN.
STREETS CLEAR
TO UNION.



DAVE.

WHAT
IS IT?

DOWN
THE ALLEY.
LOOK.



HEY. YOU.
NO ONE IS
ALLOWED TO
BE OUT. **HEY!**



AGH!



ANDERS?



You get it yet, kid?
You SEE what he is?



I'll go faster because
he's coming for you.



Can you feel it? The ground shaking
beneath his boots. The air bending
around his teeth...

...he's almost there.

After eleven years in Peña Duro, the boy--a man now--and the other fighters put a plan in motion.



Garrotes made from dried fish guts. Daggers from the tails of sea roaches. Under the boy's leadership, they do the unthinkable and take the prison.



Rumors are the island has changed hands again, and conditions have gotten worse.



New things are coveted from the island. Rare earth elements in the bedrock.

The men storm the beach. It's only when they have secured the boats that they stop to look up. None has seen the sky for over a decade.



As they climb inside, the boy's father gives him something.



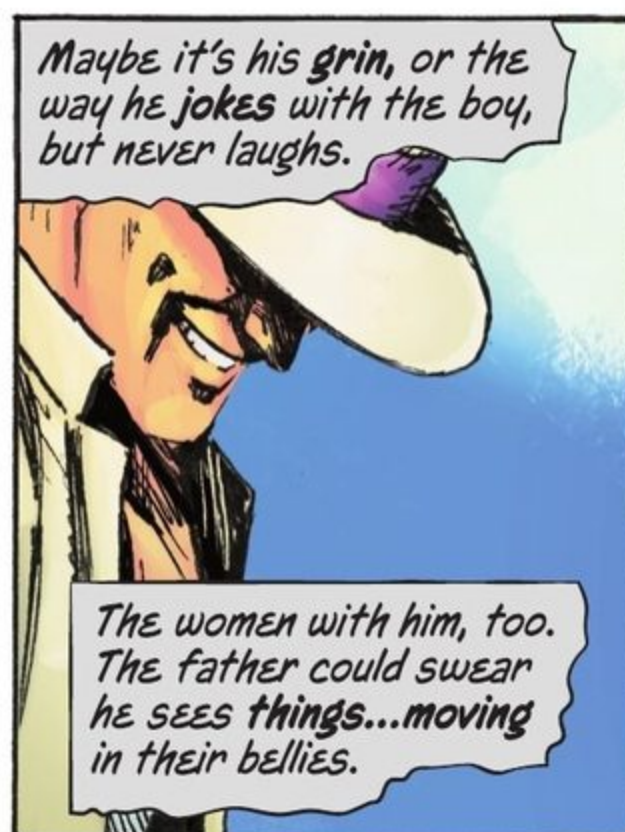
A mask made of the flag itself.

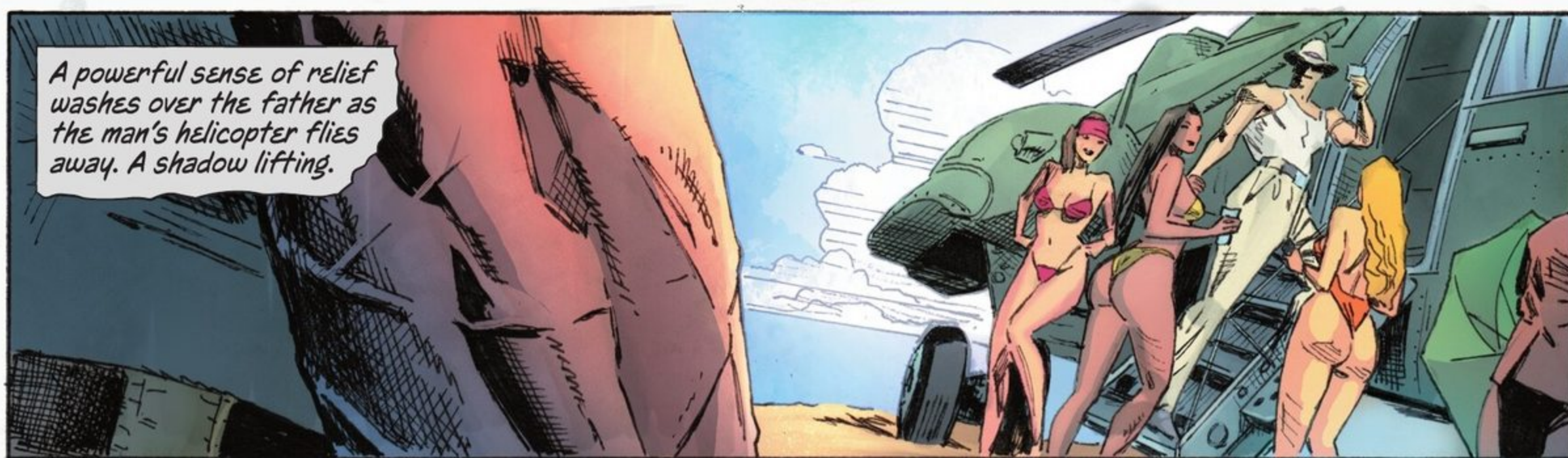
"You are the quetzal, my son," he says. "You are the bird of our vision. Of peace. Today is the day."

He is crying, though he hides his tears beneath his cap.

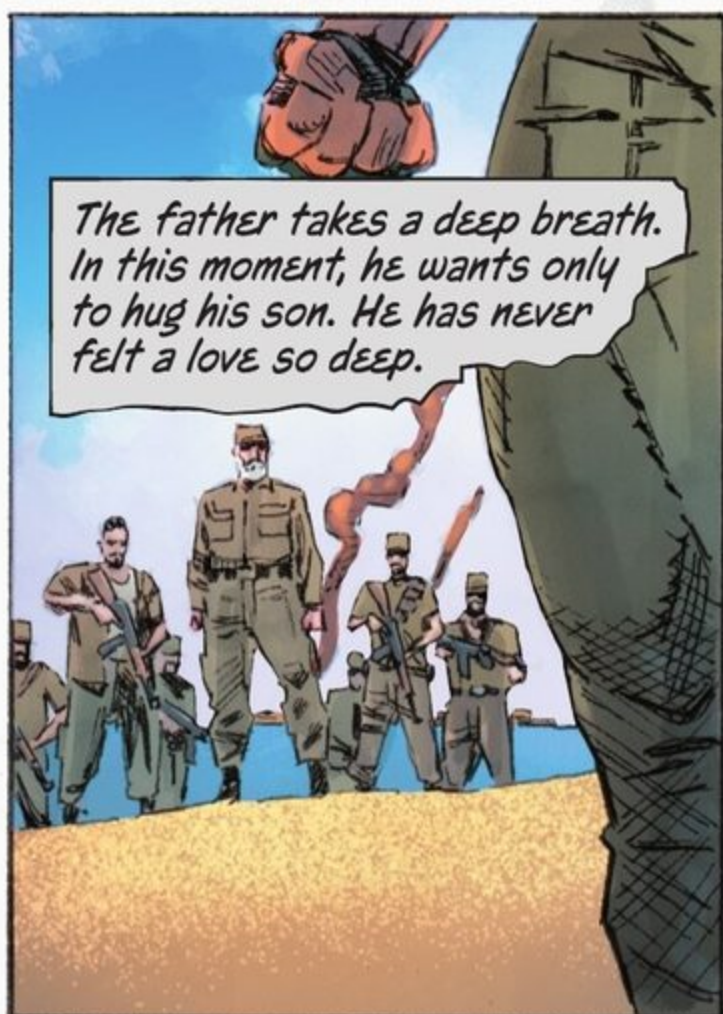


"Yes," says the boy.





A powerful sense of relief washes over the father as the man's helicopter flies away. A shadow lifting.



The father takes a deep breath. In this moment, he wants only to hug his son. He has never felt a love so deep.



And so he does, and the boy hugs him back.

"Can you see it, father?" says the boy. "Your dream of peace?"



"I see it," says the father. "I see it. In you."

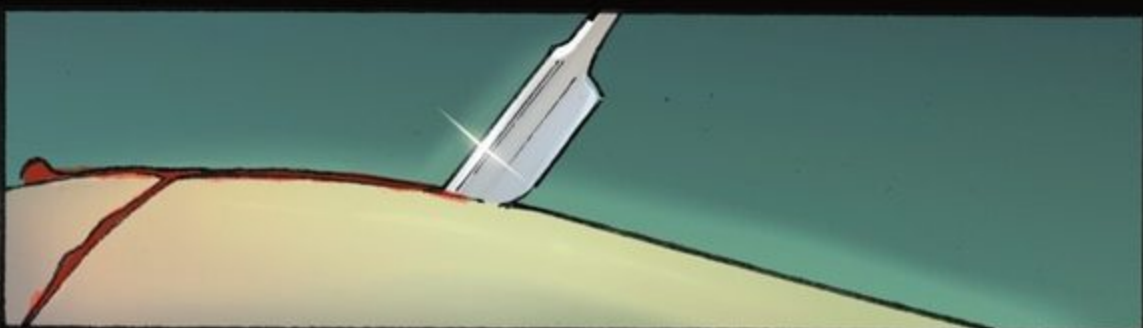




This is where our true records of him start.



A diplomat's plane explodes over Guangzhou.



A journalist is slain in Dubai.



Pirates are slaughtered in the shipping lanes in the Red Sea.



PLEASE!



This is where the figure known as **Bane** emerges.



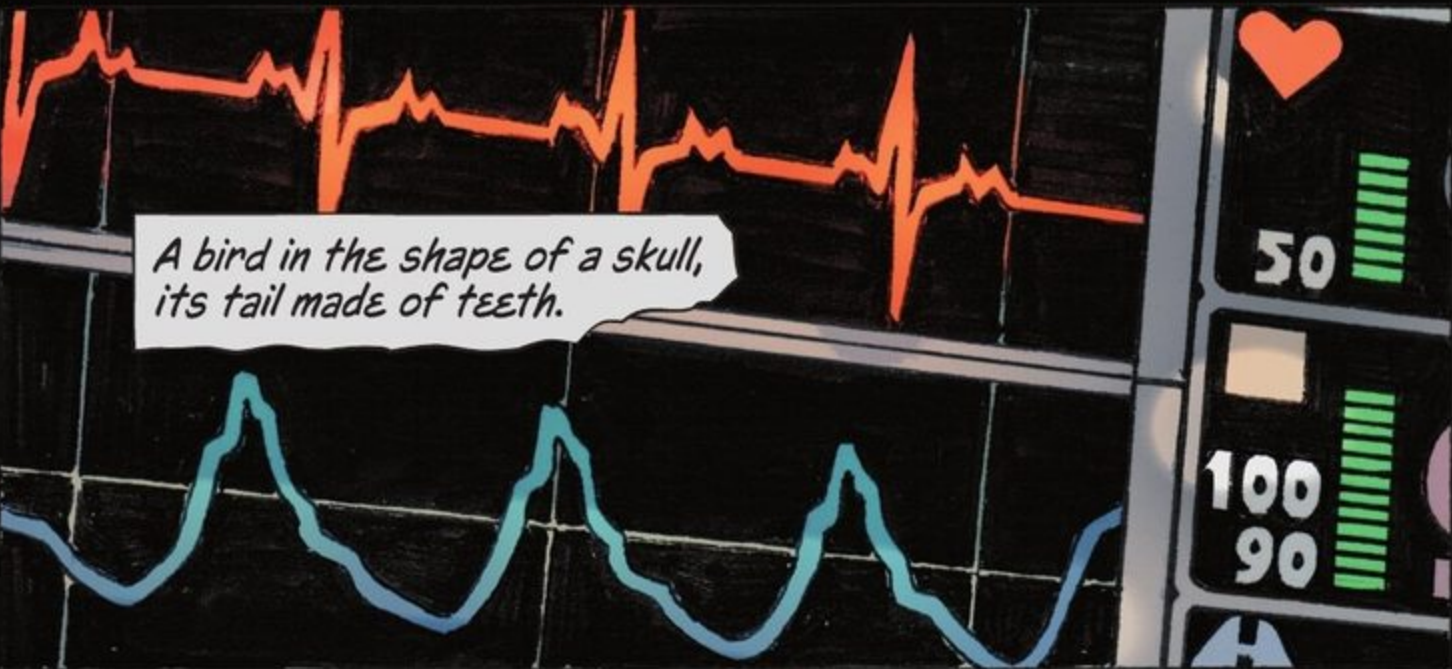
NNNpH!



A shape forming...



...a constellation drawn between unsolved murders.



A bird in the shape of a skull, its tail made of teeth.



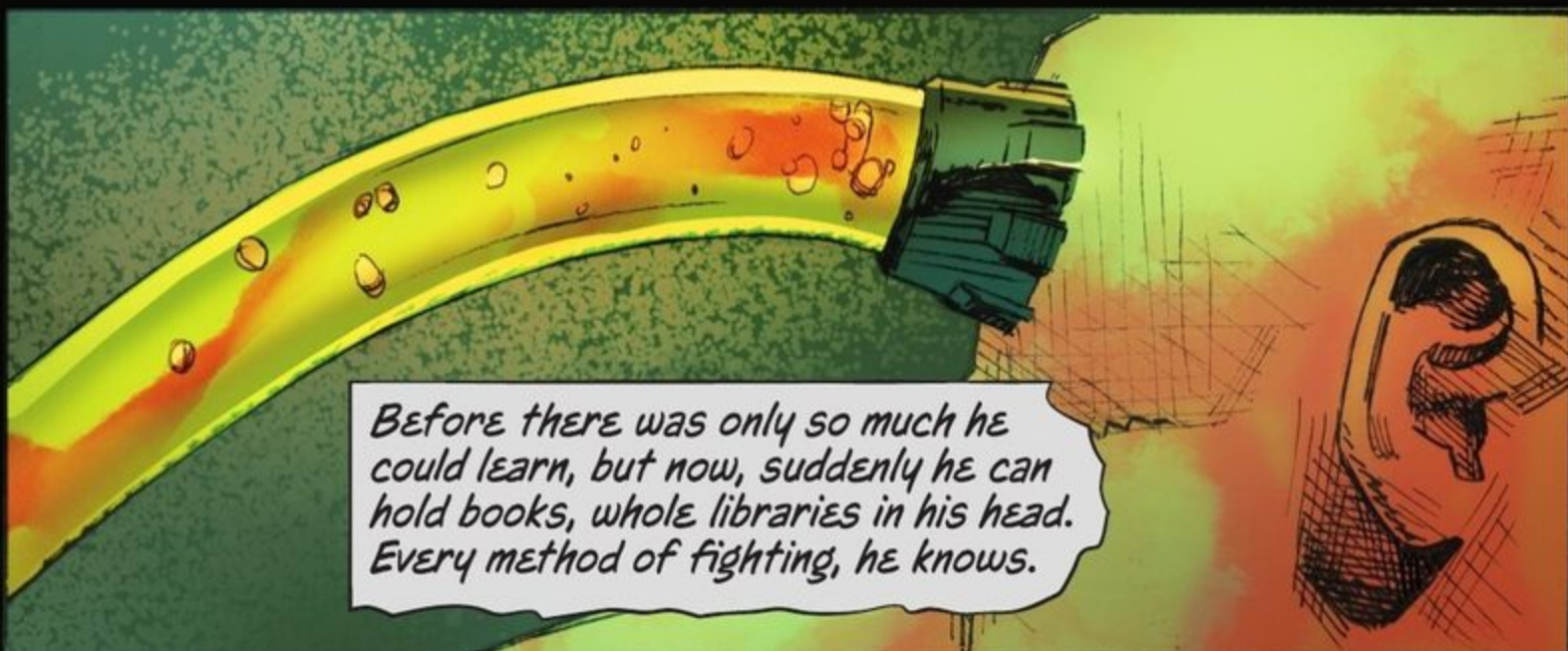
WITH THE STOCK PLUMMETING, IT'S RIVAL JK'S GAME TO--

Our intel suggests that the **VENOM** running through his veins is a mixture of acids, proteins, compound activators, and cytokines.



It gives him total control over his own **MUSCLES**, his very cells bent to his will.

But even more astounding is the way it enhances his **MIND**.



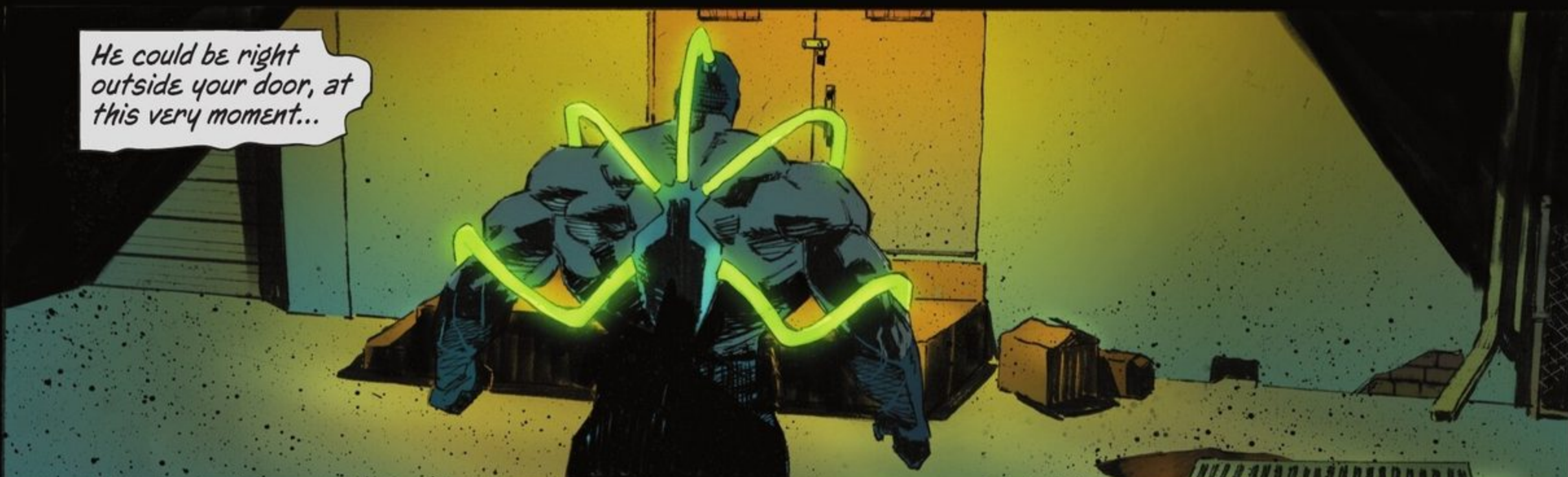
Before there was only so much he could learn, but now, suddenly he can hold books, whole libraries in his head. Every method of fighting, he knows.



Every weapon, he knows. Every battle from ancient times to now, he knows. From the strategies of Sumerian warrior-kings to the most current algorithmic doctrine.



And he is here for you, **BRUCE**.



He could be right outside your door, at this very moment...

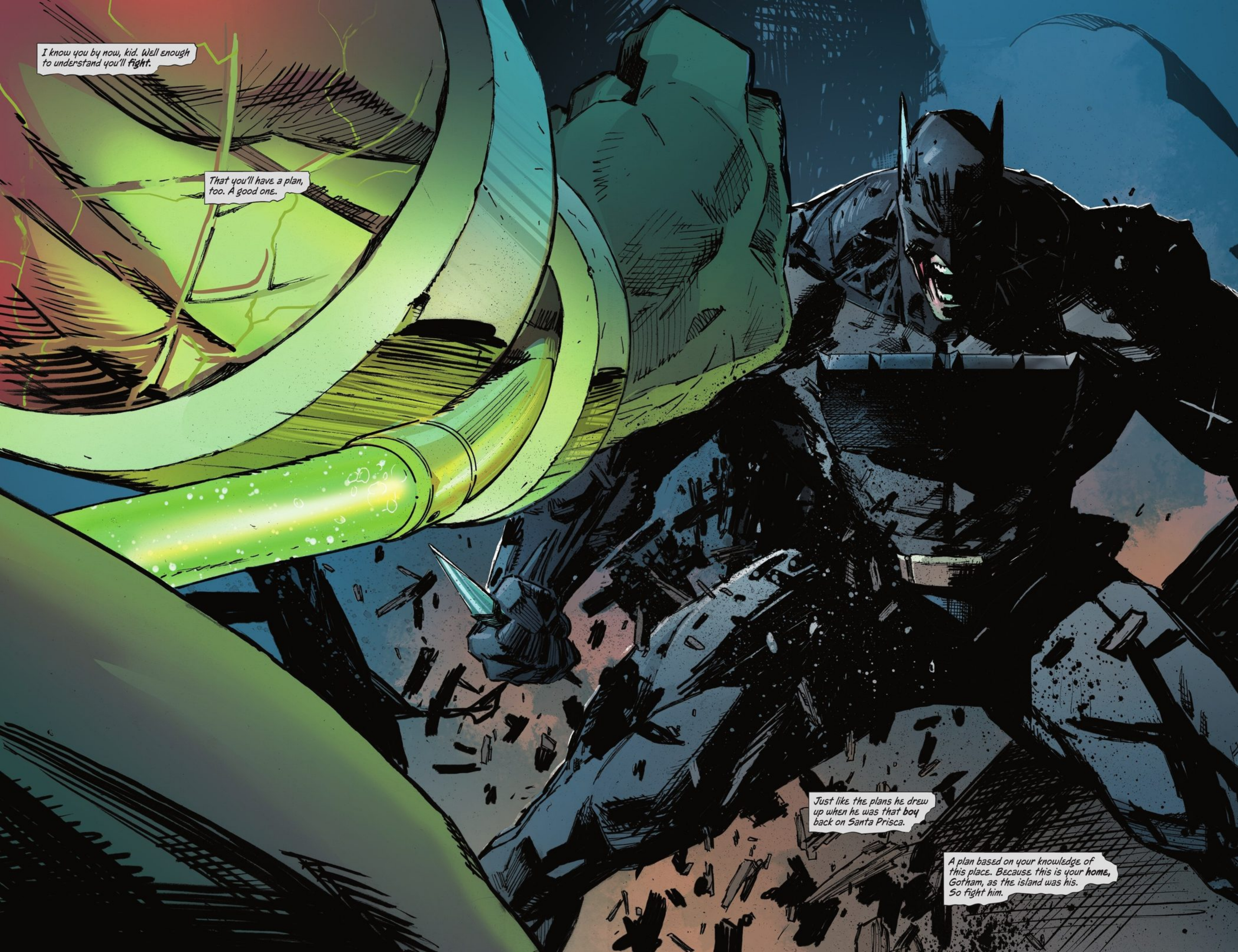


IT'S **TIME**, LITTLE ONE.





HELLO
AGAIN.

A dramatic comic book illustration of Batman in a dark, destroyed city. He is shown from the waist up, wearing his iconic black suit and cowl, with a menacing grin. He stands amidst rubble and debris. A large, bright green energy beam or portal dominates the left side of the frame, with a smaller, jagged green object falling from it. The background shows a city skyline under a dark, stormy sky with lightning.

*I know you by now, kid. Well enough
to understand you'll fight.*

*That you'll have a plan,
too. A good one.*

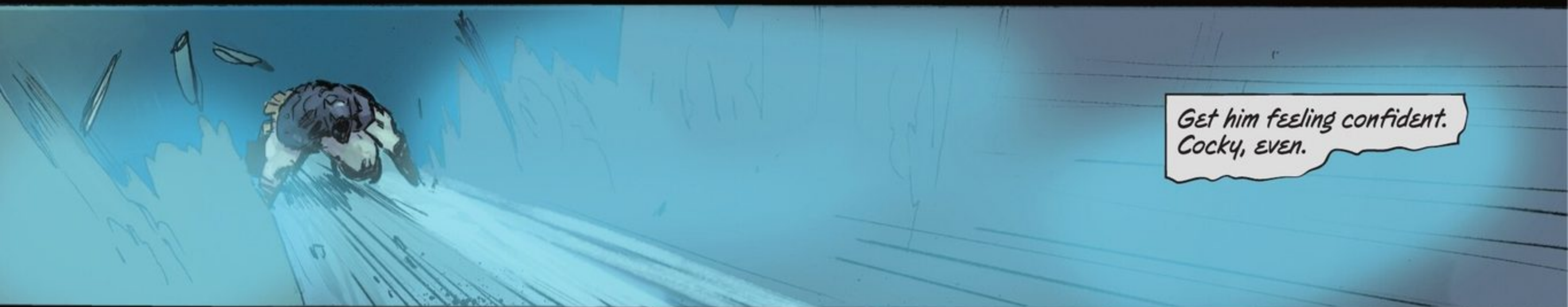
*Just like the plans he drew
up when he was that boy
back on Santa Prisca.*

*A plan based on your knowledge of
this place. Because this is your home,
Gotham, as the island was his.
So fight him.*



That's it.

Let him get in
the first hit.



Get him feeling confident.
Cocky, even.



So he'll advance to that spot.
Right where you want him...



Now yell something about how
he'll never take this city, or
"Welcome to Gotham, @#%!"
Something.



Give him just enough
time to realize what's
happening, how you've
beaten him.



And set off all
the Bat-bombs.



But he's still
coming for you.



RAHHH!



THAT
COUGH...



...ALL YOU
GOT?



You can't
win, kid.



There's no plan of attack he
hasn't studied. No strategy
he doesn't know. But more
than this, he knows you.



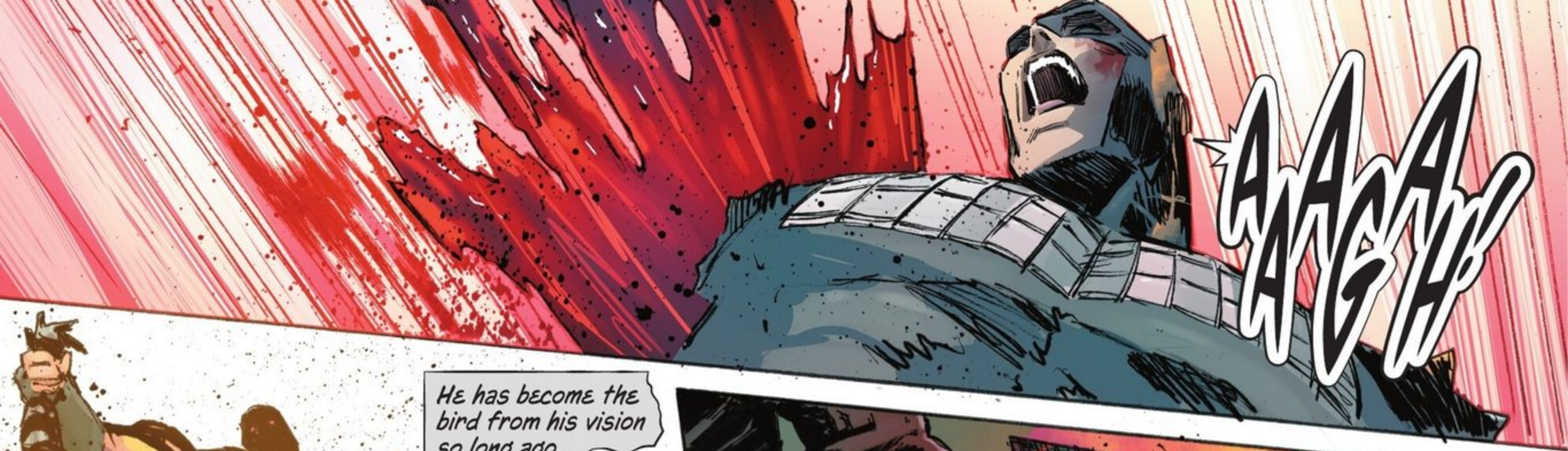
Because he was
you. When he
was that boy on
Santa Prisca.



Fighting his heart out. Planning, building,
strategizing. For what? Peace?



No
more.



AAAAH



He has become the bird from his vision so long ago.



Not his father's quetzal, but the terrible burning thing from that night in the jungle. The white skull bird.



OPEN YOUR EYES.



Now, years later, he finally understands it.

He knows what it is, that bird.

The creature that appears in almost every culture, across time. The bennu in ancient Egypt. The fenghuang in China. The firebird. The konrul. It is the great phoenix...



The fire through which men are burned and reborn.

War.



Bane is its greatest disciple. A monument to it.



For what is war if not our highest calling?

When man climbed from the mud half a million years ago, pink and soft in a world of claws and teeth, he should have been killed instantly.

What saved him? His ability to fight, to conquer. Hell, all life is a war story. Right now, plants are strangling each other for sunlight. Every living thing is locked in combat.



Peace? Peace
is death.

War is
life.

CLANG

AAAAHHHHH!



PLZZZ...
PLSSS...



I SAID,
OPEN YOUR
EYES.

So look up,
Bruce.

CLANG CLANG



CLANG

What do
you see?

Because it
isn't a bat.



It never
was.

Sometimes I try to imagine what the man in white said to him on the beach that day.

The man I've been chasing all these years.

The man made of stories. The first one appearing so long ago, about a child dressed as clown in a Gotham alley...

The man who never laughs. Who haunts the world. They say he grows new teeth every day. That he has another face...



I can almost hear his pitch, can't you? Picture him, standing before you in the sunshine, handsome as an angel, hand outstretched...

"You can keep fighting like this," he says. "It's your choice."



"Maybe you'll take the city again. Maybe you'll take the whole island."



"Maybe your peace will last long enough for you to have a son, for you to watch him walk on this very beach."

"But you know, in your heart, as I do, that war will come for the island again."

"But there is another way. Close your eyes and see it..."



PREP HIM.



"Picture Santa Prisca thriving. Picture schools with computers and tablets. Picture roads, hospitals, jobs. I can make it so with one phone call, son. Can you see it, though? Your home. Peaceful. Free."



And finally the boy could.

From what we know,
most subjects die
from the procedure.

ACTIVE
NEURAL SIGNALS
CORE FUNCTION HOLDING
TOTAL DRAINAGE
IS

ACTIVE
NEURAL SIGNALS
CORE FUNCTION HOLDING
TOTAL DRAINAGE
IS



ACTIVE
CORE FUNCTION HOLDING
CRANIAL VAULT: FULL CO
SKULL INTEGRITY: ZERO
NEURAL ACTIVITY REMA
OPERATIONAL
COGNITIVE SIGNALS ACT

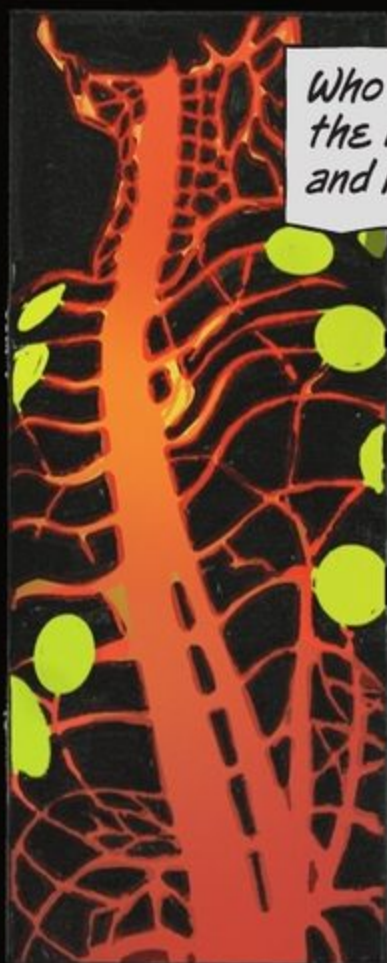


The operation
kills them. Or
the venom
itself.



But you're tough.
Like him.

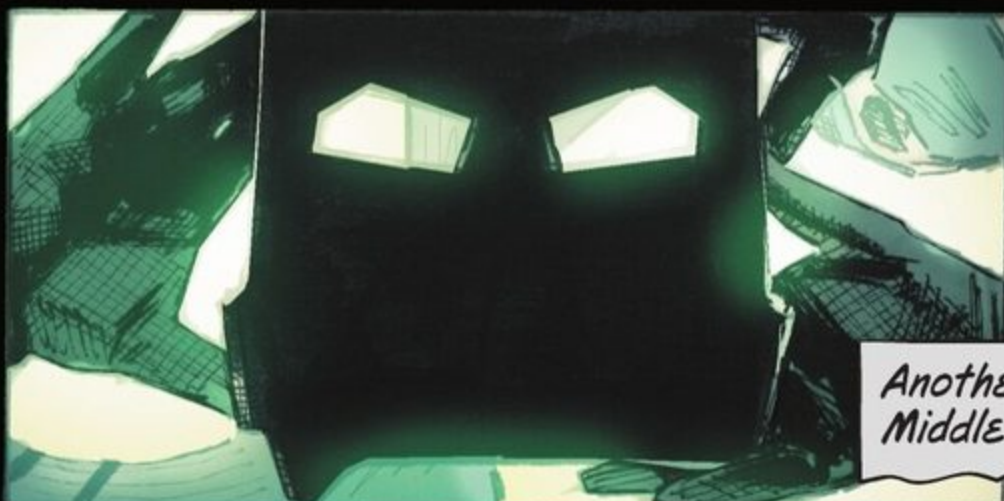
It's part of his job, bringing in
subjects that they can make
into warriors in his image.



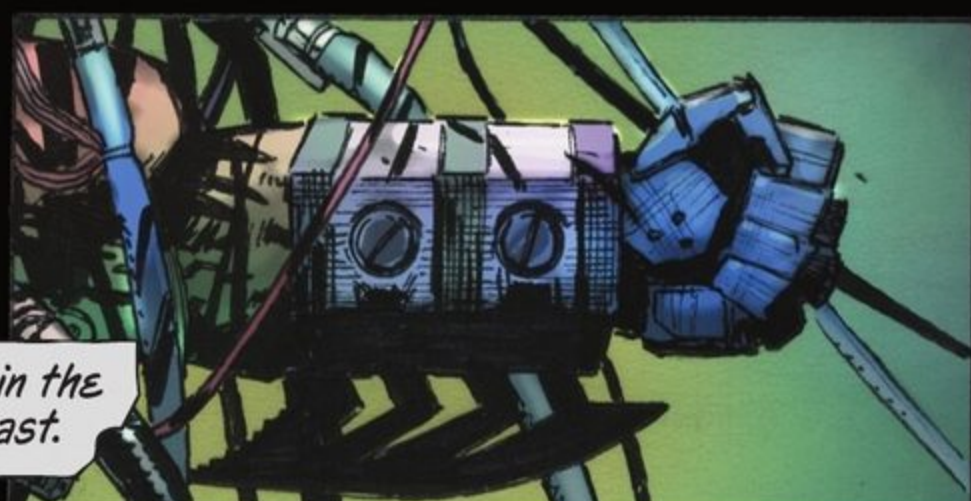
Who work for
the man in white
and his allies.



We know of one in Russia
they call the **KGBeast**.

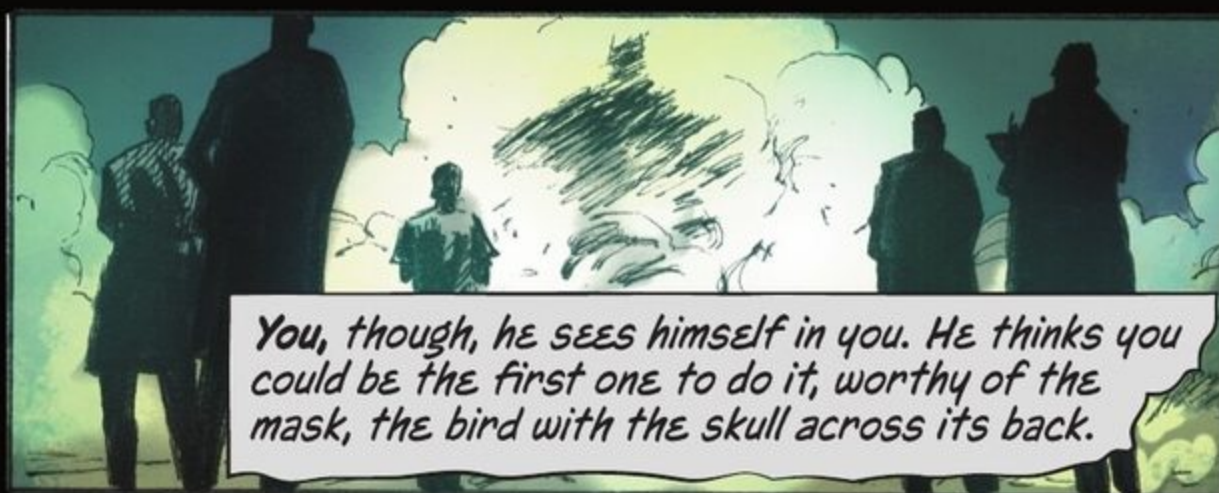


Another in the
Middle East.



And one I know too
well, code-named
Deathstroke.

None have been able
to survive the full
procedure, as he
did, but each was
transformed into
something new.



You, though, he sees himself in you. He thinks you
could be the first one to do it, worthy of the
mask, the bird with the skull across its back.



They say the devil knocks
three times, and this is
your second chance, kid.



"Picture it," he's saying to
you, Bruce. "Picture Gotham
thriving. An island gleaming
and bright..."



Now and then, Bane returns to Santa Prisca to see his family.

The island is prospering. He sees children walking to school without fear. Sees men and women riding electric bikes to work. Students sitting in a café, laughing. An old couple walks holding hands. They smile at him when he passes.



He has a wife and children.



They run to him when he comes home.



Because they know, even if they don't understand what he is or what he does.



They know he has made this place thrive.



This is the story I should have told you, kid.



Because it's the story they want for you. It's what he's offering...



...to become the hero
Gotham needs.



But for it to work,
you have to break,
kid. Or rather, to
choose to break,
like he did.



You have to break
your own back
and offer it up.

You won't, though,
will you?

IT'S
TIME, LITTLE
ONE.



You're still out there somewhere,
unbroken. Safe, for now. I know
it, and he knows it, too.

That's why he didn't
go to your door...

...but instead went
to theirs.

Because he knows
the real way to
break you...

...is by
breaking
them.



TO BE
CONTINUED...

EISNER AWARD WINNER
BRUNO REDONDO

TAKES CENTER STAGE IN DC'S LATEST
ARTIST SPOTLIGHT VARIANT COVERS!



BIRDS OF PREY #24



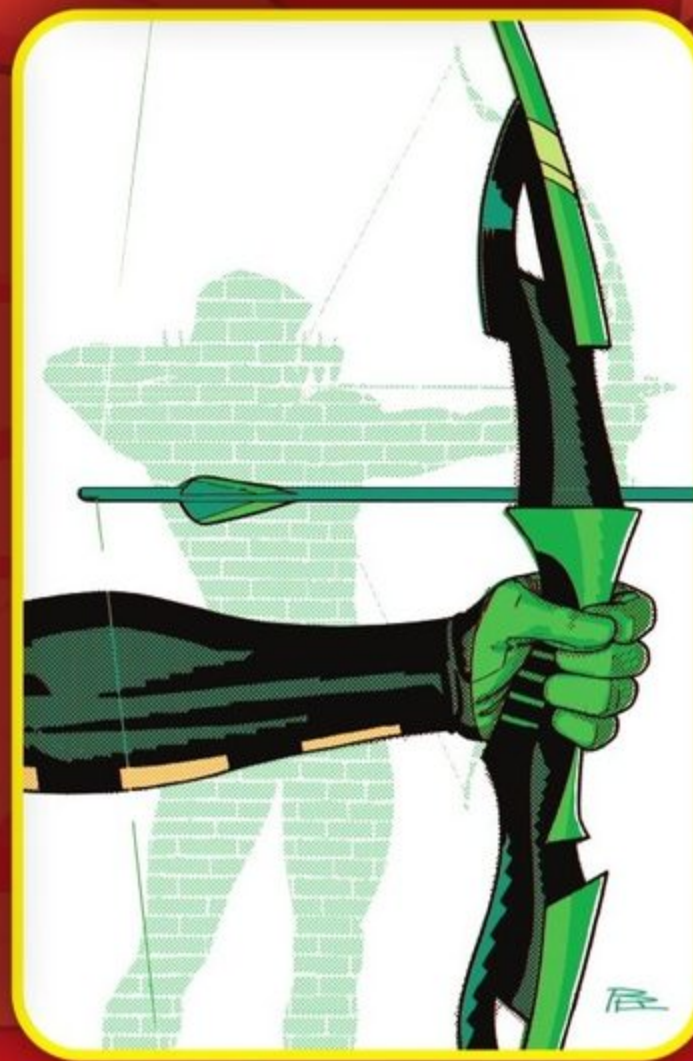
DETECTIVE COMICS #1100



WONDER WOMAN #24



THE FLASH #24



GREEN ARROW #27



GREEN LANTERN #26



JUSTICE LEAGUE UNLIMITED #10



SUPERMAN #29



ON SALE IN
AUGUST



NATION

SPOTLIGHT ON



IMMORTAL LEGEND BATMAN



INTERVIEW WITH KYLE HIGGINS

Get ready to explore a bold new Elseworlds adventure in *Immortal Legend Batman*, a cosmic, Tokusatsu-inspired sci-fi reimagining of the Dark Knight like you've never seen before. Writer Kyle Higgins shares what fans can expect from this ambitious new take on Batman, the creative team behind it, and the surprises waiting in the stars.

For those who haven't heard yet, what is *Immortal Legend Batman* all about?

Immortal Legend Batman is a bold new Elseworlds series that reimagines the Batman mythos on a galactic scale. Set in the distant future, the story blends science fiction with Japanese Tokusatsu influences to create a cosmic reinterpretation of the Dark Knight and the Bat-Family. Batman, Robin, and Nightwing are known as the *Immortal Legends*, protectors of a galactic civilization plagued by monstrous shadows. But when Batman vanishes on a personal quest to correct a grave mistake, Robin and Nightwing are left to defend the galaxy and search for their missing ally.



How does Tokusatsu influence the series?

Tokusatsu, a Japanese genre known for transforming heroes and giant monsters, plays a major role in shaping the tone and style of the series. What's compelling about Tokusatsu is its ability to turn metaphor into literal, physical threats, monsters that embody the emotional and thematic struggles of the characters. It also brings a spiritual and soulful dimension to storytelling, which aligns well with Batman's

relentless pursuit of justice. This version of Batman is still driven by the same core values, atonement, sacrifice, and the desire to protect others, but viewed through a wildly different, cosmic lens.



How does this new vision of Batman stay true to who he is at his core?

The essence of Batman remains intact: his unyielding drive to prevent others from suffering as he did, even at great personal cost. This reinvention doesn't discard those traits, it amplifies them. By placing Batman in a futuristic, interstellar setting, the story explores how those same values hold up in a vastly different context. It's a tribute to the character's adaptability and enduring relevance, showing that even in the farthest reaches of space, Batman is still Batman.

What's that collaboration been like with your creative team?

The series is joined by my longtime collaborators, with Mat Groom as co-writer. Erica D'Urso is illustrating it, Igor Monte is doing colors, and Dan Mora is handling all character designs, covers, and backup stories. This team has a deep creative history, which fosters a level of trust and synergy that allows us to push the boundaries of what a comic can be. Their shared vision and passion are evident in every page.

Can you share a hint at what's coming up in this series?

One of the most exciting aspects is an upcoming issue that introduces a new level of interactivity. Readers will step into Batman's shoes, solving challenges alongside him. It's an immersive experience that breaks new ground in comic storytelling, inviting readers to engage with the narrative in a way they've never done before.

What do you hope readers take away from *Immortal Legend Batman*?

The ambition and scale of *Immortal Legend Batman* are unlike anything seen in the Bat-universe. It's a sweeping reimagining that touches not just Batman and Gotham, but the entire DC Universe. Expect familiar faces in unfamiliar forms, surprising character reinterpretations, and a richly built sci-fi mythology. Dan Mora's art ensures that every character, whether expected or unexpected, looks stunning. This is a story that fans didn't know they needed, one that feels both fresh and timeless.



**DON'T MISS
IMMORTAL LEGEND BATMAN,
ON SALE MONTHLY!**

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